NIGHT TWIST

This large, black, leafless tree is characterised by unnatural and unsettling shapes. It radiates gloomy twilight, nightmares, and sorrow.

The Mournful Voice. Long before luckless travellers in more remote and foreboding marshes see the harrowing sight of a lone night twist, they hear its haunting and melancholic song. The ghostly moaning of its song seems slightly different to each individual that hears it. To some, the song sounds like a chorus of weeping souls. To others, it is more akin to a cold wind blowing over a desolate graveyard. In every case, however, the song takes the form of something the listener finds sorrowful and unpleasant. A dirge of death and despair meant to lead them to their end.

Marsh Menace. Night twists subsist in the most inhospitable marshes, feeding on the rotting carcasses of creatures and travellers attracted by its despair song. A typical night twist stands 15-feet tall and weighs 600 pounds.

The Hags Garden. The night twist is a foul curse made manifest. They lure in wayward souls with the hope of killing and devouring them. In some cases, night hags have been known to cultivate night twists for the purpose of drawing in victims for their foul schemes.

Night Twist

Large plant, neutral evil

Armour Class - 15 (unholy grace)
Hit Points - 184 (16d10 + 96)
Speed - 10 ft.

STR 23 (+6)
DEX 6 (-2)
CON 22 (+6)
INT 12 (+1)
WIS 16 (+3)
CHA 20 (+5)

Saves STR +11, DEX +3, CON +11, INT +6, WIS +8, CHA +10
Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed
Senses passive Perception 13
Languages Common, Druidic, Elven, Sylvan
Challenge 11 (7,200 XP)

Proficiency Bonus +4

Traits

Death Curse.
When the night twist dies, if its death was at the hands of another creature, the creature who dealt the final damage responsible for killing the night twist must succeed on a DC 20 Wisdom Saving Throw or be cursed by the night twist. A creature cursed in this way is wracked with nightmares which inflict 5 (1d10) psychic damage each night while the creature is sleeping. The victim is also denied the benefits of a long rest, and must make a DC 10 saving throw to avoid exhaustion. The DC increases by 1 for each night the creature remains cursed. A creature who does not sleep is immune to the curse, however, elves are still subject to its effects during meditation. The only way to remove the curse is the casting of a remove

curse spell or equivalent during the victim's slumber while they are plagued with nightmares. If the victim dies while under the curse, a new night twist springs from their corpse after one month. The new night twist sapling appears to be a normal plant until it reaches maturity.

Despair Song.
Every evening, a night twist emits a sorrowful sound that inspires melancholy and despair in all creatures who can hear with an Intelligence score of 6 or higher within one mile. All creatures who hear the song must succeed on a DC 17 Wisdom saving throw or be charmed by the night twist's despair song. Creature's affected by the song have disadvantage on attack rolls, skill checks, and saving throws. They are also compelled to seek the source of the song (the night twist) and will neglect all other tasks or needs in order to do so. If physically prevented from seeking out the night twist, the affected creature takes 5 (1d10) psychic damage every evening until it dies or until the charm is removed. This damage also reduces the creature's maximum hit points by the amount taken and cannot be prevented in any way. Relocating the victim outside the area affected by the night twist's song does not end the enchantment. The song also ends immediately once the night twist makes a slam attack against the target, or if the night twist is destroyed. A creature who succeeds on their saving throw is immune to the despair song for the next 24-hours.

False Appearance.
While the night twist remains motionless, it is indistinguishable from a normal tree.

Unholy Grace.
The night twist adds its Charisma modifier as a bonus to all its saving throws (already factored into its saves) and to its armor class.

Actions

Multiattack.
The night twist makes two slam attacks and may then cast *gust of wind*.

Slam.
Melee Weapon Attack: +10 to hit, reach 10 ft., one creature.
Hit: 19 (3d8 + 6) bludgeoning damage.

Innate Spellcasting.
The night twist's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *gust of wind*
- 3/day each: *blight, darkness, entangle, fear, phantasmal killer*